

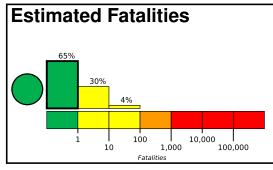




# **PAGER** Version 9

Created: 1 week, 3 days after earthquake

**M 5.8, 112 km S of Honch, Japan** Origin Time: 2023-08-11 00:14:33 UTC (Fri 10:14:33 local) Location: 41.1195° N 142.8223° E Depth: 34.0 km



Green alert for shaking-related fatalities Estimated Economic Losses and economic losses. There is a low likelihood of casualties and damage. 30% 10,000 1,000 100,000

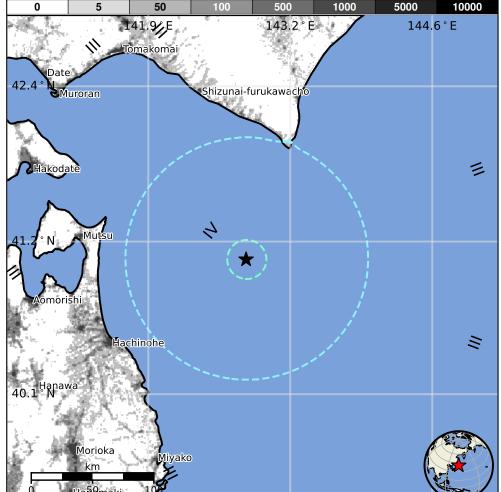
**Estimated Population Exposed to Earthquake Shaking** 

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	3,229k*	21k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

# Population Exposure

population per 1 sq. km from Landscan



### **Structures**

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are heavy wood frame and reinforced/confined masonry construction.

### **Historical Earthquakes**

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1994-12-28	82	7.7	VII(130k)	3
1983-05-26	322	7.7	VII(174k)	104
1993-07-12	355	7.7	VIII(4k)	200

Recent earthquakes in this area have caused secondary hazards such as landslides and fires that might have contributed to losses.

## Selected City Exposure

MMI	City	Population
Ш	Uchimaru	<1k
Ш	Mutsu	49k
Ш	Hachinohe	239k
Ш	Furudate	<1k
Ш	Inuotose	<1k
Ш	Shizunai-furukawacho	22k
Ш	Aomorishi	298k
Ш	Hakodate	276k
Ш	Morioka	295k
Ш	Tomakomai	175k
Ш	Muroran	96k

bold cities appear on map.

(k = x1000)

Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/us6000kz5s#pager

PAGER content is automatically generated, and only considers losses due to structural damage.